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Video Manga: generating semantically meaningful video summaries

S Uchinashi, J Foote, A Girgensohn, J ... - Proceedings of the ..., 1999 - portal.acm.org

... We discuss three possibilities below. Because our summaries are especially suitable for printing, we have developed paper-based user interfaces for **video**. Paper summaries are enhanced using barcodes or glyph technology to encode hot links directly on the paper. ...

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Using deformations to explore 3D widget design

SS Snibbe, KP Herndon, DC Robbins, DB ... - ACM SIGGRAPH ..., 1992 - portal.acm.org

... In this **video paper**, we show a set of new 3D widgets to control deformations called racks. ... For example, the deformed handles of some of the widgets presented in the **video paper** were made with these very same widgets. ...

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Automatic text location in images and video frames

AK Jain, B Yu - Pattern recognition, 1996 - Elsevier

... Generally, we have two goals in automatic text processing: (i) convert text from paper documents to their electronic versions (eg technical document conversion²); (ii) understand the document (eg image, **video**, paper document) using the text contained in it. ...

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[PDF] Audio and video computer assisted self-interviewing: Preliminary tests of ...

JM O'Reilly, ML Hubbard, JT Lessler, PP ... - JOURNAL OF ..., 1994 - soc.qc.cuny.edu

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DE Pearson - Proceedings of the IEEE, 1995 - busim.ee.boun.edu.tr

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An observer study for direct comparison of clinical efficacy of electronic to film ...

FF Yin, P Rubin, MC Scheel, R Wynn, RF ... - International Journal of ..., 1996 - Elsevier

... head/neck. Each set of images included a simulation image, a double-exposure portal film, and **video paper** prints of electronic portal images. Eight to nine anatomical landmarks were selected from each treatment site. Each ...

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Cooperative inquiry: Developing new technologies for children with children

A Druin - Proceedings of the SIGCHI conference on Human ..., 1999 - portal.acm.org

... Over the summer, we had a technology immersion experience where we solidified our ideas and developed new directions for the future. For more details on the PETS research, see the CHI 99 **video paper**, in these conference proceedings. ...

Cited by 299 - Related articles - BL Direct - All 20 versions

ITU-T standardization of audiovisual communication systems in ATM and LAN ...

S Okubo, S Dunstan, G Morrison, M ... - IEEE Journal on ..., 1997 - [ieeexplore.ieee.org](#)
 ... 37, T. Hamano, K. Sakai, E. Morimatsu, and K. Matsuda, "Cell-loss compensation
 scheme based on MPEG2 test model 2," presented at the VISICOM'93, 5th Int.
 Workshop Packet **Video, paper C5**, Mar. 1993. [Buy Via Ask[®]IEEE]. ...
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An integrated environment to visually construct 3D animations

E Gobbeli, JF Balaguer - ... of the 22nd annual conference on ..., 1995 - [portal.acm.org](#)
 ... times and memory needs [4]. 4. CONCLUSIONS AND FUTURE WORK In this
video-paper, we have presented an integrated environment for the rapid and visual
 prototyping of 3D animated worlds. Using our fully 3D user-interface ...
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The GAZE groupware system: mediating joint attention in multiparty communication ...

R Vertegaal - Proceedings of the SIGCHI conference on Human ..., 1999 - [portal.acm.org](#)
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